NES-LL-USA

GHOST LION

INSTRUCTION BOOKLET

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ADVISORY

READ BEFORE USING YOUR NINTENDO ENTERTAINMENT SYSTEM®

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. We suggest that parents observe their children while they play games and if any of the following symptoms occur, discontinue use immediately and consult your doctor before resuming play. Seizures or loss of consciousness • Eye or muscle twitching • Involuntary movements • Disorientation

To reduce the possibility of such symptoms, please observe the following precautions when using the Nintendo Entertainment System®: Do not sit too close to the TV screen. Play as far away as the length of the cable will allow. Preferably play games on a small screen. Do not play if you are tired or need sleep. Play in a well lit room. Take a 10 to 20 minute break every hour.

Nintendo

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Legend of the Ghost Lion

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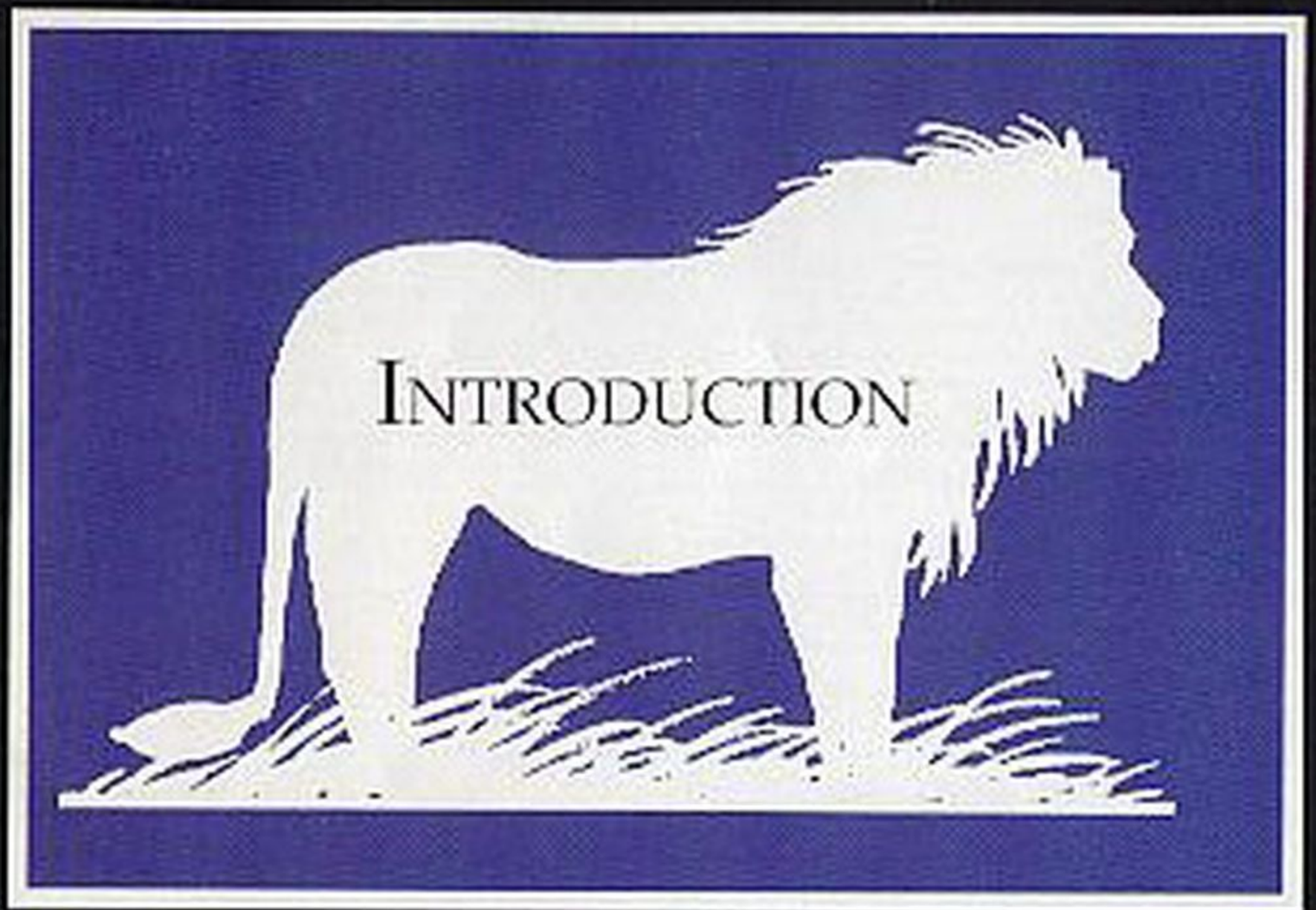

INTRODUCTION

Legend of the Ghost Lion

With a mighty roar, the Ghost Lion descended upon the village. The soldiers tried to protect the peaceful inhabitants, but to no avail. Then, one brave young soldier summoned all his courage and threw his spear at the lion. Startled by the courage of the young soldier, the lion disappeared into a cave at the edge of the village, never to be seen again.

"We must leave on a journey to solve the mystery of the white GhostLion." These were the last words Maria heard from her parents. It has been days since they were last seen. After visiting the village elders, Maria realizes that she must go forth to find her parents and unravel the Legend of the Ghost Lion.

You must courageously guide Maria on her journey of discovery.

USING
THE CONTROLLER

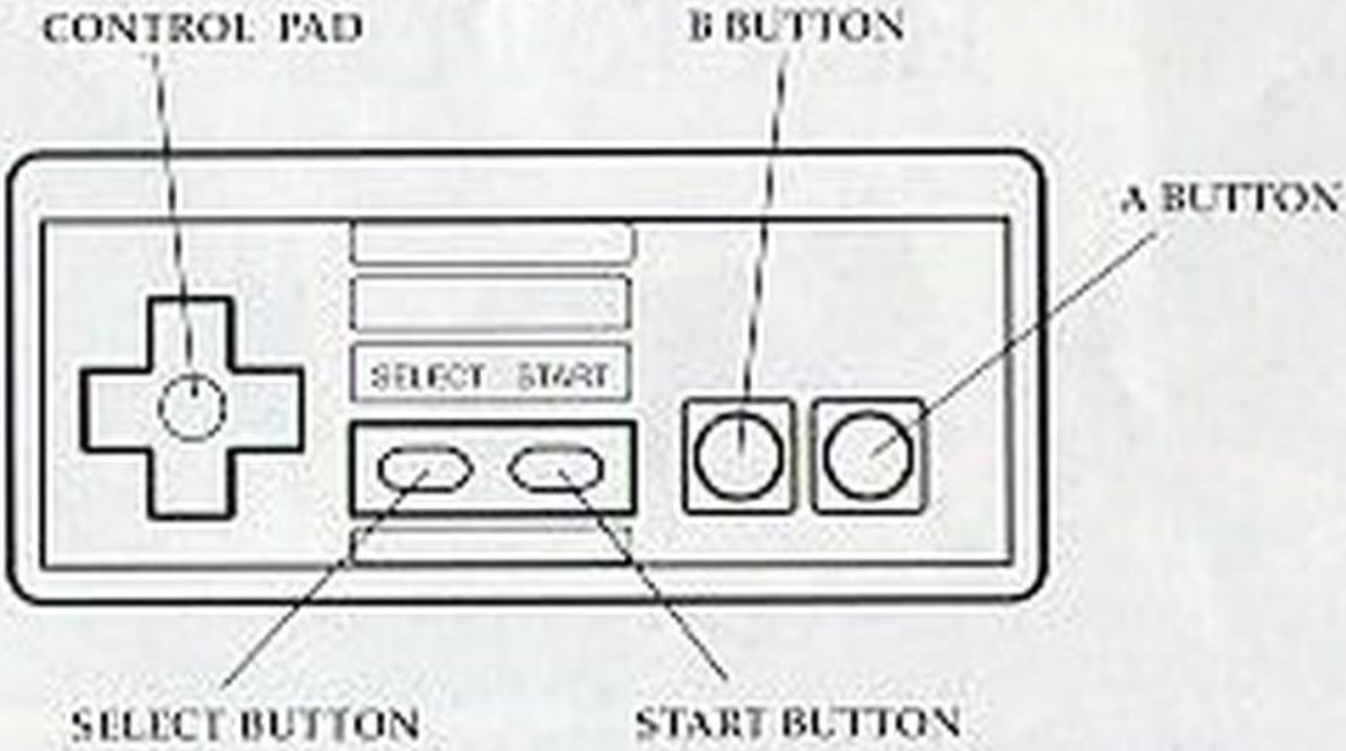
Control Pad: Used to move Maria and the selection cursor.

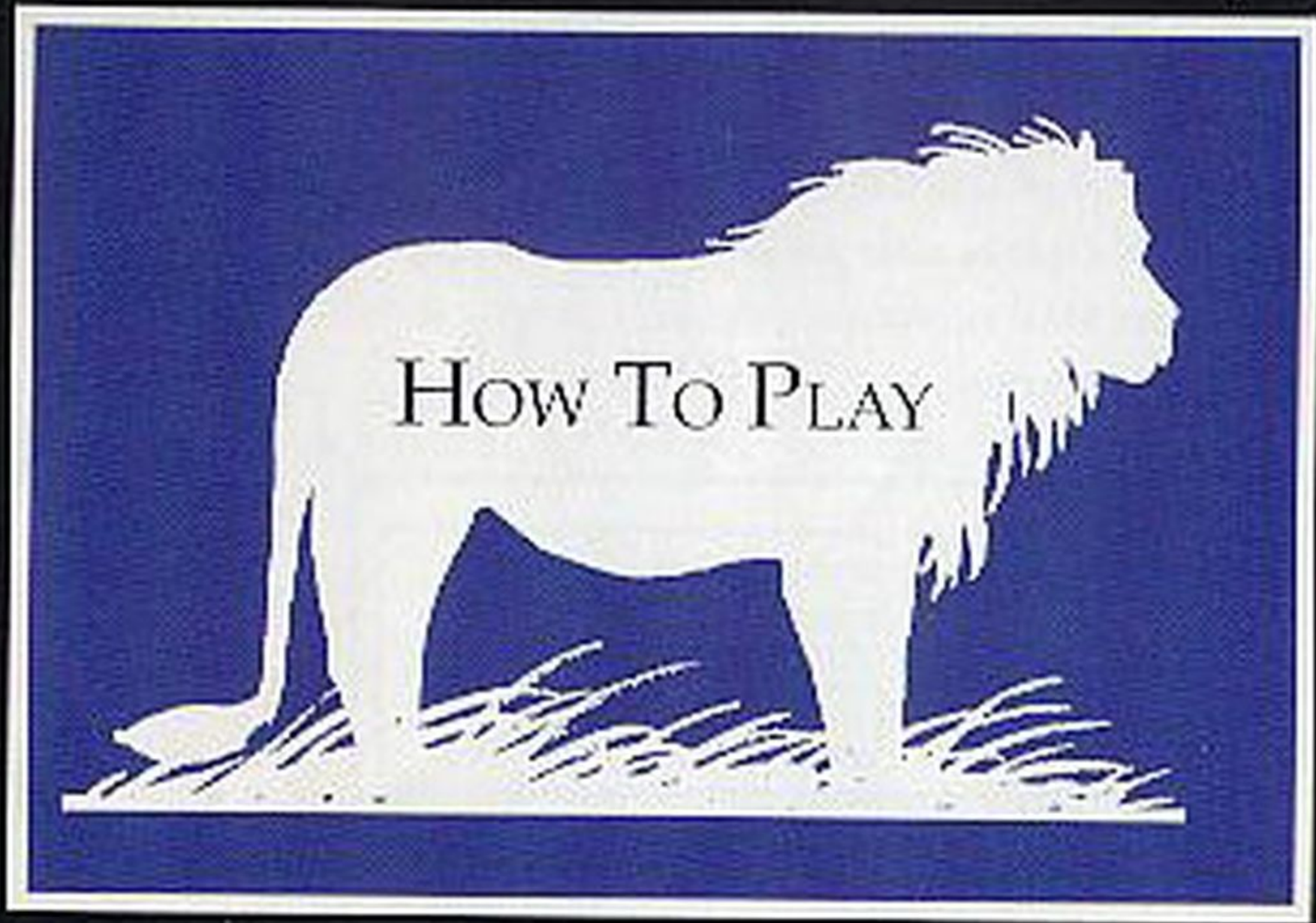
SELECT Button: Not used.

START Button: Used to start the game.

A Button: Used to make a selection and to access the Command Menu.

B Button: Used to cancel a selection.




How To Play

STARTING THE GAME

Insert the Legend of the Ghost Lion Game Pak into the Nintendo Entertainment System and turn on the power. The license screen will appear followed by the Legend of the Ghost Lion title screen.

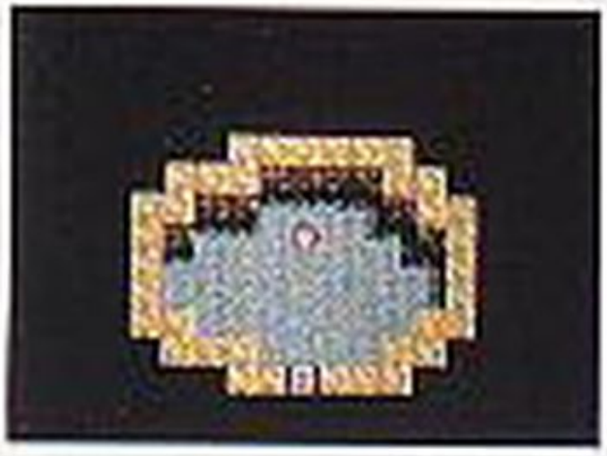
Press the Start button to begin the game. You will then see a screen that gives you a choice of three files.

Each of the three files can be used to save the progress of three different adventurers. At various points during the game, you will be given the opportunity to record the progress of your quest. Since this is your first adventure, choose FILE 1 by positioning the blinking

triangle cursor next to FILE 1 and pressing the A button.

The next screens present the story of the game.

To see the next part of the story, press the A Button. After the story is presented, you will find yourself in a cave.



The Objective

Your objective is to guide Maria on a journey to find her parents and learn the mystery of the Ghost Lion. You must go forth courageously, holding fast to your hopes and dreams.

Main Game Screen

Normally, you will see a view of your location from above. You can use the Control Pad to move Maria on screen. The Command Menu can be accessed by pressing the A button.

The window at the bottom of the screen shows the current number of HOPE, COURAGE, and DREAM points.

HOPE represents the level achieved by Maria. The greater the value of HOPE, the greater her capacity for COURAGE and DREAMS. HOPE is increased by finding fragments of hope that are scattered throughout the land.

COURAGE represents the strength of Maria to continue on her quest.

When Maria's COURAGE points decline to zero, the game ends. COURAGE points can be replenished by finding fragments of hope or by visiting a Spring.

DREAMS represent the capacity of Maria to call upon her companions for assistance. DREAMS are decreased each time Maria calls upon a companion for help. DREAMS can be replenished by finding fragments of hope or by visiting a Spring.

The Command Menu in the upper left of the screen contains four choices:

SPEAK *This command lets you talk to characters and is useful for getting information from friendly characters you encounter. For example, to talk to another character, position Maria in front of the character, press the A button to access the Command Menu, and choose the SPEAK command.*

GOODS *This command lets you USE or LEAVE items you are carrying. After choosing to either USE or LEAVE items, you are shown a list of the items you are carrying. Choose the item you want by using the Control Pad and pressing the A button. Many items, like keys, are only effective when used at the proper location. Be sure to position Maria appropriately before trying to use an item.*

Maria can only carry a limited number of items, so it is necessary to carefully choose which items to carry or leave behind.

LOOK *Use this command to investigate your surroundings. To examine an item, position Maria near the item and use the LOOK command. For example, to open a treasure chest, move Maria so that she is on top of the treasure chest, press the A button to access the Command Menu, and choose the LOOK command.*

VIGOR *This command gives you a report on the strength of Maria. When you choose VIGOR, you are given a more detailed report on the HOPE, COURAGE, and DREAM points.*

The COURAGE and DREAM points shown at the top of the screen each contain two numbers separated by a "/". The first number shows the number of points that Maria currently has. The second number indicates the maximum number of points that Maria can have.

The RUBY window shows the number of rubies carried by Maria. Rubies can be found in treasure chests or acquired by defeating enemies. They can be used to purchase useful items or services.

By pressing the A button again, you will be shown a list of the spirits available to assist you and their strength. When you begin the game, only Moja, the spirit of the spear is available to help you.

You will acquire additional spirits in the course of your journey.

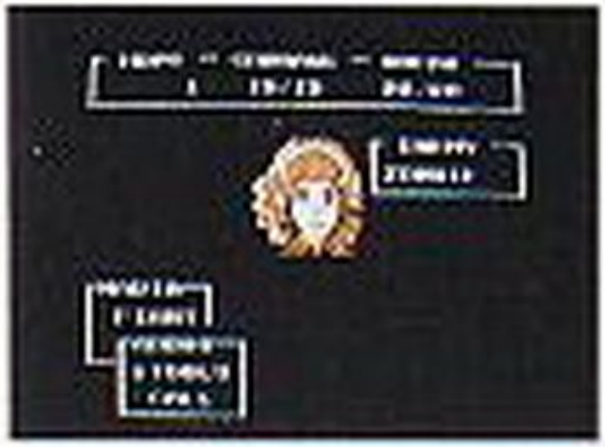
Encountering Enemies

You will encounter numerous enemies during your journey.

When this happens, you will be given the choice to FIGHT or RUN.

FIGHT *If you choose to fight, you are given the option of selecting a tool with which to fight, or to call upon one of the spirits to assist you. If you choose TOOLS, you are given a list of the weapons and items you are carrying.*

If you choose to call upon a spirit, you are given a list of the available spirits. After choosing the spirit, you can choose the action taken by the spirit. These will vary depending on the type of spirit. For example, if you choose Moja, the spirit of the spear, you can command him to FIGHT the enemy or to DEFEND Maria. Other characters, like Twana, possess magic and you can choose the spell to be used. If there are multiple enemies in the battle, you can then choose which enemy is to be acted upon.



Battles take place in turns. During each turn, you can specify the actions of Maria and her companions. The results of the battle are given on screen. Remember that when Maria's COURAGE *reaches zero, the game is over!*

Run *Rather than fight, you can choose to run away from the enemy. This can be useful to conserve your strength, but it is not always successful.*

Magic

You will find that some spells are more effective than others against particular enemies, so choose wisely!

ATTACKING MAGIC

Needle: *Shoots small needles from your fingertips at the enemy.*

Bomb: *Creates a small explosion in front of the enemy.*

Poison Needle: *Shoots poisoned needles from your fingertips at the enemy.*

Flame: *Burns your enemy.*

Storm: *Creates small tornados around the enemy.*

Crush: *Smashes your enemy.*

Heat Storm: *Surrounds your enemy in a fireball.*

Destroy: *Destroys your enemy from within.*

Thunder: *Attacks your enemy with thunder and lightning.*

Ash: *Turns your enemy to ash.*

DEFENSIVE MAGIC

Small Plane: *Protects you with a small plane of light.*

Large Plane: *Protects you with a large plane of light.*

Proof: *Rings of light surround and protect you.*

Whole Plane: *Large planes of light protect you and your companions.*

Magic Plane: *Protects you from enemy's magic.*

Barrier: *Protects you from all attacks by surrounding you with the magical Aurora lights.*

Return: *Repels enemy attacks.*

OTHER MAGIC

Flash: *Temporarily blinds your enemy with a bright flash of light.*

Dark: *Surrounds your enemy with darkness.*

Hold: *Makes your enemy unable to move.*

Sleep: *Puts your enemy to sleep.*

Wing: *Ends the battle.*

Shadow: *Confuses your enemy by creating multiple images of yourself.*

Goods

Some items can be purchased in stores. These include:

Bread: *When eaten, this will replenish your* COURAGE.

Tears: *Dragons Tears will replenish your* DREAMS.

Blue Ring: *Protects you from attacks by surrounding you with large planes of light.*

S Sword: *This short sword is a useful weapon.*

Aurora: *The pieces of the magical Aurora lights that can protect you from attack.*

Other items must be found during your travels. These will be important parts of your quest.

Enemies

You will encounter numerous enemies during your journey. These include:

Kobold: *Appears frequently, this monster has the face of a dog.*

Skeleton: *Often found in the caves.*

Zombie: *Frequently appears, but is not very strong.*

Goblin: *This persistent monster can see in the dark.*

Your Companions

Fortunately, you will be joined by reliable companions. These include:

Moja: *Spirit of the Spear, he is with you from the start of the game.*

Twana: *Spirit of the Lamp, he is skilled in magic.*

Elf: *Spirit of the Rapier who offers protection.*

Winged Man: *Flies with the wings of an eagle.*

Centaur: *Half human, half horse, he is a strong companion and is the spirit of the Silver Cup.*

Resuming a Game

You can choose to record the progress of your game by visiting a Spring.

Talk to winged characters you find inhabiting the Spring. They will offer to keep a record of your journey. By recording your progress, you can resume your adventure from this point. For example, if Maria loses all her COURAGE, you can resume your game from where your journey was last recorded.

Similarly, you can resume your adventure at a later date by choosing the file under which your adventure was recorded.

After choosing the file, you can choose from the following options:

Continue: Resume your game from the point where it was last saved.

New game: Start the game from the beginning. You will be asked to confirm that you want to erase the previously saved game before starting over from the very beginning.

Exit: Go back and choose a different file.

Hints For The Adventurer

Be sure to talk to the friendly characters you encounter. They are an excellent source of information and will sometimes give you useful items.

Save the progress of your game frequently by visiting a Spring. Besides recording your journey, this will replenish your COURAGE and DREAMS.

Map Making Tips

Map Making is essential to make sure you go everywhere and do everything in the game, as well as helping you from getting lost.

Here are some tips for making useful maps:

- *Get yourself a good pencil (with a big eraser) and a pad of graph paper (we suggest 1/4" x 1/4" grids).*
- *Make your maps to scale. For example; 1 square on the graph paper is equal to 1 step of your character on the game screen.*
- *Draw what you see. The maps only have to make sense to you; they don't need to be works of art!*

Good maps are very important tools for any serious RPG players. Practice map making and you'll find that you'll be a very successful adventurer. Remember to always keep your Hope, Dreams and Courage alive! Good Luck!

Are you stuck? Call (206) 885-7529 for Nintendo's Game Counseling Hotline. The pros there will get you on your way in a hurry!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

Notes:

Notes:

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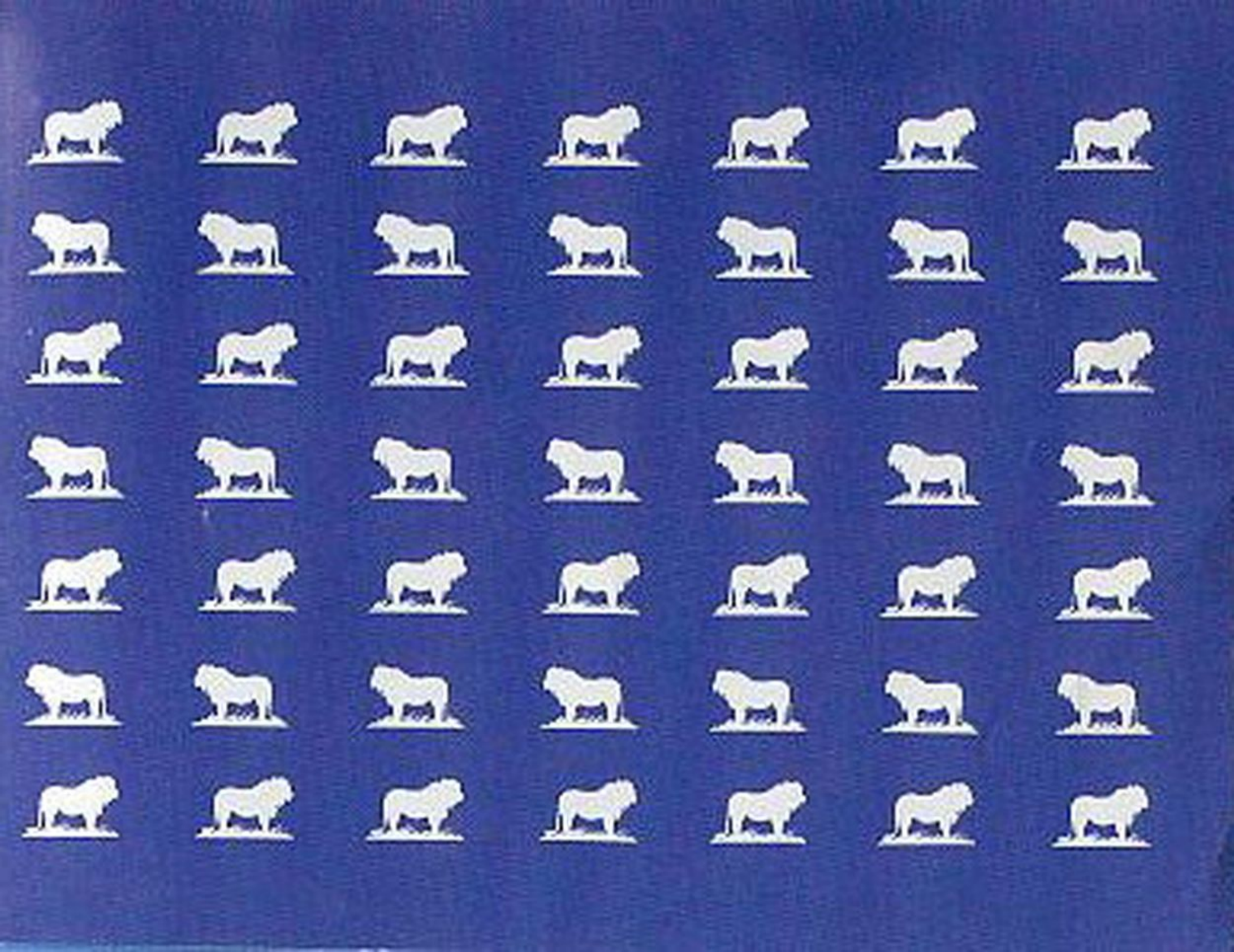

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P.O. Box 110, Redmond, WA 98073-0110

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